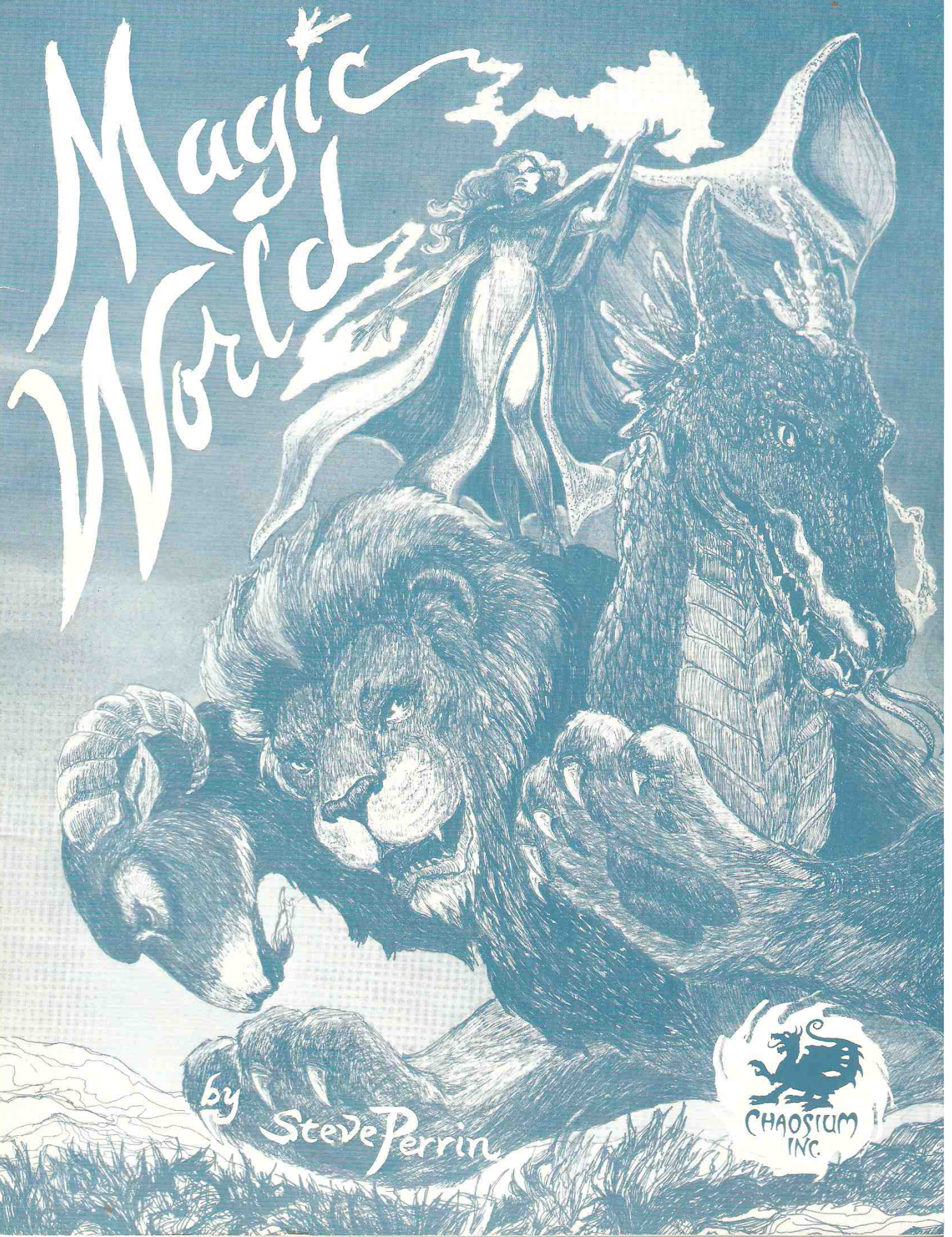




Magic World

by Steve Perrin



Magic World



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WELCOME TO ANOTHER WORLD

Magic World uses *Basic Role-Playing* to bring you adventure in a world like Frodo's Middle Earth, the Grey Mouser's Lanhkmar, and Conan's Hyborian Age, a world untouched by the modern age, where it is possible to encounter trolls, dragons and other fantastic folk and creatures.

This is a lawless place and emperors and kings struggle and fall quickly when awesome men and monsters can destroy armies in minutes. *Magic World* is full of flashing swords and brilliant spells - ambitious kings and sorcerors fight constantly to secure their lands and wealth, and adventurers dare the mysteries of the age to snatch treasures from their ancient guardians.

Before your character should his weapon and sets off on high adventure, some facts will ease his path.

Many have gone to a foreign land and were robbed blind because they were ignorant of what the money was worth. To prevent this, your character should remember that everywhere in *Magic World*, the money system is based on the silver coin called the Crown (Cr). There are ten copper pennies to a Crown, and five Crowns to an Imperial, which is a gold piece. Imperials are in short supply ever since the last empire collapsed about three hundred years ago. However, they can be found in the treasuries of some of the cities and the hoards of dragons.

A copper penny will buy a loaf of bread and five silver Crowns will feed and house a character for a week.

Now explore this book further and find your guide to adventure in *Magic World*.

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Printed in the United States of America

Magic World is a portion of the boxed set of games, *Worlds of Wonder*: TM applied for.

II. Additions to Basic Role-Playing -----

PROFESSIONS

In *Magic World*, there are four “professions” from which adventurers are usually drawn. The magic workers (magicians) are dealt with in the next chapter, so we will devote ourselves here to the three professions of warrior, rogue, and sage. While one may start ‘just off the farm’, as a *Basic Role-Playing* character, each of these professions gives the adventurer increased ability in different skills shown in *Basic Role-Playing* as well as some added in this book.

A profession sets limits on its members, but there is nothing to prevent a character from spending time and money to learn the skills on another profession. A rogue may become literate, a warrior may learn First Aid, and a sage might become a master of at least one weapon. As will be shown in Chapter III, it is possible for anyone to learn magic.

Still, each profession has its own inclinations and abilities. The character who chooses a profession usually constrains himself to the skills necessary for survival in that profession.

The player of a beginning character should sit down and write up a short biography explaining how the character joined the profession he is a member of and what motivates him to become an adventurer. Start with the next major event after your character had his adventure with the bear and build the story to fit the world established by your referee. The campaign referee should assist players with details of life in the world and any other creative jogging their imaginations may need. Write this description carefully, for it will form the basis of your character’s future life in *Magic World*.

Here are three professions open to you.

WARRIOR

A *Basic Role-Playing* character may find that prior experience in serious fighting will help his adventuring career. Prior fighting experience implies that the character has spent about five years since we last saw him – as a member of a mercenary troop, the sworn man of some feudal lord, or some similar military career. To see if a *Basic Role-Playing* character can obtain this fighting experience, add all of the character’s characteristics together. Attempt to roll that number or less on D100. If the characteristics add up to more than 95, a roll of 96-00 will still indicate that the character could not find a group of fighters to take him.

EXAMPLE

Your character, Havnor the Strong, has STR of 16, CON of 10, SIZ of 13, INT of 10, POW of 9, DEX of 14, and CHA of 10. This is a total of 82. If you roll 82 or less, Havnor has managed to persuade a stalwart band of fighting men to take him on and he will emerge five years older with warrior’s experience.

Benefits of Previous Experience as a Warrior

A character with warrior experience may begin his adventuring career with a percent ability with three weapons and the skill of Jumping equal to the average of his STR, CON, and DEX multiplied by 5%.

EXAMPLE

Havnor has an average in these characteristics of 13.3. This times 5% gives 66.5% (rounding up to the nearest 5%) which gives 70% with three weapons (one of which can be a shield) and the skill of Jumping.

The warrior-adventurer will still have all of the other *Basic Role-Playing* skills at the usual level, plus the new skills of Ride at DEX×5%.

The warrior will also have 4 point (ring mail) armor, a horse (see Chapter IV), silver Crowns equal to his INT×1D100. Weapons may be purchased from the tables of melee and missile weapons.

SHIELDS

<u>Shield</u>	<u>Basic%</u>	<u>Damage</u>	<u>Cost in Cr</u>	<u>Notes</u>
Shield	25%	12	75	Does not break

ARMOUR

<u>Armour</u>	<u>Points</u>	<u>Cost in Cr</u>	<u>Notes</u>
Cloth	1	75	Can be worn under other armor
Leather	2	100	Can be worn under other armor
Cuirboilli	3	300	Boiled leather
Ring mail	4	600	
Chain mail	5	1200	
Half plate	6	1800	Plate and chain combination
Plate	7	2500	

ROGUE

Any character can choose to be a good-natured rogue, like Fritz Leiber’s Grey Mouser, without any qualification rolls. The character is assumed to have spent about five years in the streets of a city, living by his wits and skills, picking up various useful skills.

Benefits of Previous Experience as a Rogue

A rogue’s weapon abilities stay the same as the *Basic Role-Playing* character’s except with a short sword and a dagger. With these weapons, and the skills of Jump, Climb, Listen, Hide, Spot Hidden Item and Move Quietly, the character gains a skill level based on the sum of his STR, CON, INT, POW, and DEX rounded up to the nearest 5%. He also learns the later-described skills of Cut Purse and Fine Manipulation at an ability of his DEX×5%.

EXAMPLE

Rugbel the Rogue has a STR of 12, a CON of 11, an INT of 13, a POW of 14, and a DEX of 17. The total of these characteristics is 67. Rounding up gives us a 70% ability in the skills listed above. He also has a 85% ability with Cut Purse and Fine Manipulation.

The rogue gets neither armor nor horse, but he does have his INTx1D100 in silver Crowns.

SAGE

The sage-adventurer is an apprentice scholar, seeking wealth with which to support his studies, and trading on the knowledge already acquired to get this money. There are seven sagecraft skills. The beginning sage-adventurer will have Literacy and one other skill at an ability equal to his INT×5%. He will know the other skills at an ability equal to his INT×3%.

Becoming a Sage

To join the sages and gain training in these skills, the player must roll the character's INT×5% successfully.

Sagecraft Skills

LITERACY – This is the basic ability to read and write the Common Tongue of the area. This is required for all sages and sorcerers (see Chapter III).

THE HEALING ART – This is the basic Role-Playing First Aid Skill. A sage who does not specialize in this skill will have it at either the Basic Role-Playing ability level of 45% or his INT×3%, whichever is higher.

LORE – This is a wide category including Legendry, Genealogy, History, Heraldry, Geography, and Law. The sage of Lore is an expert on what has gone before (in his own area), what precedents are applicable to a given situation, etc. The referee must keep in mind that the Lore skills apply only to the local region the sage lives and learns in. A Roman sage could not be expected to know the intimate details of Chinese history, the legends of the Norse would be incomprehensible to the Arab lore master, etc.

THE MERCANTILE ART – The sage of Mercantile Arts knows how to Evaluate Goods, Organize Trade, Bargain, Load Ships, Organize Pack Trains, etc. This is not the career of a sage in most fantastic literature, but is a Knowledge skill and important merchants are generally considered great and wise men in their communities.

PHILOSOPHY – Philosophy in a medieval/ancient culture goes many ways. These are the mathematicians, philosophers, biologists, zoologists, botanists, psychologists, and moralists. They are a fascinating combination of the practical and the wide-eyed dreamer.

LINGUIST – The skill of Speaking, Reading, and Writing another language, a sage who knows this skill will know three additional languages. Thus, a beginning Linguist sage with an INT of 17 may know Elvish, Troll and Illyric at 85% each. As with Lore, if the Linguist has knowledge of a racial language like Elvish, the referee should keep in mind that elves from different forests do not necessarily speak the same dialect, and may or may not be intelligible to one another. The beginning referee should start out small by having just one country with one language and a few ancient tongues, and perhaps racial tongues to keep his players bemused.

MECHANICAL ARTS – This is the rule-of-thumb knowledge of building bridges, houses, catapults, and all manner of mechanical contraptions.

All other skills for the sage are those shown in Basic Role-Playing and will start at the abilities shown there. Because of his need for study, a sage cannot raise above DEX×5% with any skill except for sage skills, Listen, Spot Hidden Item, and one weapon (usually a staff or one-handed weapon).

Previous experience is not limited by the DEX×5% rule, but the sage will be unable to further raise, for instance, broadsword beyond the 80% at which it was when he became a sage.

OTHER SKILLS

RIDE – Warriors have DEX×5% skill of staying on and controlling a horse in combat or other turbulent times. All others have a beginning ability of 25%.

SWIM – Any character making a roll of POW×3% has his DEX×5% skill in Swim. All others start at 20%.

CUT PURSE – Rogues have DEX×5% skill to Pick Pockets, Cut Purses, Remove Brooches, etc. All others start at 5%.

FINE MANIPULATION – Rogues have a DEX×5% skill to Repair Small Items, Pick Locks, Set and Disarm Traps, Make Jewelry, etc. All others start at 5%.

TRAINING

Training in any skill, including combat, is available at a minimum price of 400 silver Crowns per 5% learned. Each 5% increase takes one game month of the character's time, during which he cannot do anything else but eat and sleep. Only one skill may be increased in training during that month.

No one may learn any skill through training to a higher percentage than his INT×5%. The referee of a campaign must regulate the availability of teachers to do the training, or his players may unrealistically learn everything too quickly.

A player-character cannot train other player-characters or even non-player-characters in that particular skill until he has reached at least 90% with that skill, at which time he is considered a master of that skill.

ENCUMBRANCE – A LIMIT TO CARRYING CAPACITY

Each character has an upper limit to the amount he can carry. This upper limit is determined by the character's STR. Every object and being has encumbrance points (ENC). A character will move and fight normally only if he carries no more than his STR in ENC.

Use the Typical Encumbrances list as a guide.

TYPICAL ENCUMBRANCES

Armor ENC - Number of points of protection
Weapon ENC - 1 point for one-handed weapons
2 points for two-handed weapons
1 point for shields
½ point for daggers and rocks
Standard Adventurer's Pack - 1 ENC
One SIZ point - 1 ENC
300 gold Imperials - 1 ENC
300 silver Crowns - 1 ENC
300 copper pennies - 1 ENC



MELEE WEAPONS

<u>Weapon</u>	<u>Type</u>	<u>Basic%</u>	<u>Damage</u>	<u>HPs</u>	<u>Cost in Cr</u>	<u>Notes</u>
Axe, Battle	1-Hand	25%	1D8+2	15	150	
Axe, Great	2-Hand	10%	2D6+2	15	250	
Dagger	1-Hand	25%	1D4+1	15	30	Impales
Fist	Natural	50%	1D3			
Flail	1-Hand	10%	1D6+2	15	75	
Grapple	Natural	20%	Knockdown			
Greatsword	2-Hand	05%	2D8	15	250	
Hammer	1-Hand	15%	1D8+2	15	100	
Kick	Natural	25%	1D6			
Mace	1-Hand	30%	1D6+2	20	40	
Maul	2-Hand	15%	2D6+2	15	100	Impales
Shortsword	1-Hand	20%	1D6+1	20	50	Impales
Spear	1-Hand	10%	1D6+1	15	30	Impales
	2-Hand	25%	1D8+1	15	30	
Staff	2-Hand	25%	1D8	15	20	
Sword (broad)	1-Hand	15%	1D8+1	20	100	

MISSILE WEAPONS

<u>Weapon</u>	<u>Type</u>	<u>Basic%</u>	<u>Damage</u>	<u>HPs</u>	<u>Cost (Cr)</u>	<u>Range</u>	<u>Rate</u>	<u>Notes</u>
Bow*	Missile	10%	1D6+1	10	75	120	1/MR (2) †	Impales
Crossbow	Missile	25%	2D6+2	10	250	120	1/3MR (3)**	Impales
Dagger	Thrown	25%	1D4	10	30	20	1/MR (2) †	Impales
Javelin	Thrown	20%	1D8	10	50	20	1/MR (2) †	Impales
Rock	Thrown	45%	1D4	-	-	20	1/MR (2) †	
Sling	Missile	15%	1D8	-	20	100	1/MR (2) †	

* A character with a STR of 15 or more can buy and use a bow for 150 Cr which will do 1D10+1 points of damage.

† A character with a DEX of 13 or better may shoot twice a round with this weapon if he does nothing else. He will shoot once at his normal DEX and once at the end of the round.

** A crossbow fires once every three rounds, and must be cocked on the other two rounds.

DAMAGE BONUS – BENEFIT OF GREAT STR OR SIZ

A character or monster with a STR or SIZ of 15 or more will add 1D6 to the damage it does with any melee weapon, including natural weapons like fist and claw. If the STR or SIZ exceeds 30, the damage bonus is 2D6, and a STR or SIZ of more than 45 gives a 3D6 damage bonus. There is no additional bonus if both STR and SIZ fit the criteria. Use the higher of the two to determine the bonus.

The natural weapon damages shown for various monsters in Chapter V have already been adjusted for this bonus.

CRITICAL AND FUMBLE ROLLS

CRITICAL ROLLS

It is possible that a character will act, evaluate, or perceive so well that the results are beyond expectation. If the needed roll is 50% or less and the roll made is a 01, this is a critical roll. This means that the event was a model of its kind, and that any possible extra benefit which might result should do so. After the skill has reached 55% or more, a roll of 01 or 02 is a critical. If no specific benefit is noted, the referee should supply one appropriate to the situation.

In combat, the critical roll means that the blow was so good it did the maximum possible damage to the target (i.e., highest possible roll) and ignored any effect of armor/skin or protective magic. The blow can be parried, and a shield or weapon absorbs the damage.

EXAMPLE

Havnor the Strong is 60% with a greatsword. In fighting a troll, Havnor's player roll 02. The troll does not successfully parry, and Havnor does 16 points of da-

-mage, plus 6 of STR bonus to the troll. The troll's combined 6 points of armor and skin is not subtracted. The troll, who has 20 Hits Points, dies.

FUMBLE ROLLS

It is also possible that a character will foul up a job completely. If his skill is below 50%, a skill roll of 99 or 00 results in a fumble. From 55% ability forward, a roll of 00 is a fumble. If a fumble is rolled, the climber falls, the jumper stumbles, the swimmer drowns, the rider is thrown, the cut purse catches his hand in the pouch, the sage jumps to stupid conclusions, and so on.

In combat, the result differs, depending whether the fumble concerns a melee weapon, a missile weapon, or a natural weapon (fist, claw, etc.). See Fumbles table.

FUMBLES			
1D100	Melee	Missile	Natural
01-60	Drop weapon	Drop weapon	Trip and fall
61-90	Fling weapon	Break weapon	Lose turn next 1d6 meters away
91-00	Weapon takes normal damage to itself	Hit friend (self if no friend is logical target)	Hit self, do normal damage

FIGHTING AT DISADVANTAGE: Cumulative Modifiers

IN THE DARK – A character who cannot see in the dark but must fight in the dark to 1/5 his normal chance with the weapon in his attack and parry (except for grappling attacks).

ON THE GROUND – A character who has been knocked down cannot stand unless left alone for a melee round. Fighting from the ground, his normal attack chance is cut in half and his opponent has an extra 20% chance of hitting him. The parries of both fighters remain the same.

SURPRISED - If hit unexpectedly from the rear with no warning, a character is twice as easy to hit. That is, his opponent has double normal chance of hitting (96-00 is still amiss), and his critical, impale, and fumble chances are based on the adjusted chance of hitting. The surprised opponent has no attack, parry or Dodge against the attack on that turn.

This also applies to helpless, tied up, or unconscious opponents.

MOVING TARGET – When using a missile weapon or thrown weapon against a moving target, an airborne target, or one using partial shelter, the chance of hitting is reduced by half. These fractions are cumulative.

EXAMPLE

Havnor the Strong is attempting to hit a mantichore which is flying past some treetops and weaving among them. He has his normal chance of hitting with the crossbow (60%) times 1/2 for a moving target (30%) times 1/2 for a flying target (15%) times 1/2 for a partially concealed target, for a total chance of 7 1/2% (8%).

DAMAGE FROM OTHER SITUATIONS

A character can take damage from things other than fighting. The following are three potentially damaging situations.

FALLING – For every three meters a character may fall, or fraction thereof, the character will take 1D6 of damage when he hits the ground. Leather, cloth armor, or the magical spell Protection will absorb some of this, but metal armor will not.

FIRE – If a character is caught in the middle of a fire, he will take 1D4 damage each round he is in the fire. Armor and/or magic protection will only help him for one round, but the Resist magic spell will help every round.

As a weapon, a torch will only do 1D6 damage to a character unless the character fails a roll of POW×5% and his hair or clothing catches fire. If this happens, he will take 1D4 fire damage as well (which can only be absorbed by the Resist magic) each round until he makes a roll of POW×4%, indicating the fire has been put out. To do this, the character cannot do anything but fight the fire for every round he attempts the POW×4% roll.

A character using a torch as a weapon (treat as a mace) must make a POW×3% roll every time it hits, or the torch will go out.

DROWNING – A submerged character (or a character in a situation in which he must hold his breath) may keep his breath as long as he makes his CON×5% roll each melee round. Once the roll is missed, he takes 1D8 damage every melee round until he is rescued or until he is dead.

RESULTS OF DAMAGE (OPTIONAL RULE)

A character or monster is unlikely to be able to stand and fight as it takes damage without some effects short of falling over dead.

A character/monster who has sustained damage equal to half his current Hit Points in one blow must fall helpless unless the player rolls his current Hit Points or less on 1D20. Once the damage being falls, he is helpless to do anything but crawl unless the player rolls his current Hit Points or less on 1D20 in a later melee round, or unless the damage is healed to the point where the character/monster has more than half his Hit Points back.



III. Magic -----

INTRODUCTION

In *Magic World*, there are two means of producing magical effects. Both methods harness the POW of the character to perform acts which might be impossible in our world. The two means are Sorcery and Ceremonial Magic.

SORCERY involves using chants and other mnemonics to produce immediate magic spells. This is the skill we will deal with this book, as it is the skill most used by adventuring magicians. Ceremonial magic is usually an old sorcerer's discipline. Most alchemists, enchanters, necromancers, and wizards (see below) are retired adventuring sorcerers.

CEREMONIAL MAGIC involves the use of ritual and dayslong ceremony, usually used to compel other beings or work one's will upon inorganic forces. Such magics are subdivided into Wizardry (binding demons), Necromancy (raising and otherwise controlling the undead), Enchantment (making magical items), and Alchemy (making magical substances).

BECOMING A MAGICIAN

In *Magic World* there is a Sorcerer's Guild. This is a strictly neutral, service-oriented, fraternal organization devoted to promoting the magical arts and training newcomers. It is a multinational operation, with no religious or political affiliations.

A character developed through the *Basic Role-Playing* rules may join the Sorcerer's Guild. For the purposes of the game, this can be simulated by a percentage roll equal or less than the total of the character's INT and POW. Each 100 silver Crowns given to the guild by the character adds one to the success range of the roll.

An already established character may attempt to join the guild once per game year. If the character is over 30 years old, he is officially not acceptable, though rich nobles and merchants have been known to buy their way in at an advanced age by paying 1D100×1D100 plus 5.000 Crowns.

HOW MAGIC WORKS

Magic use is a skill like any other. Magicians are taught the skill of sorcery by the guild. However, the use of each spell is different enough that each spell must be learned and increased as if it were a different skill.

EXAMPLE

Sangor the Sorcerer gets into a fight. He knows Blast at 45% and tries it, but his player rolls 63 and is unsuccessful. As the enemy is entirely too close, he uses Lift which he knows at 60% and his player rolls 37. Sangor takes to the air. Later in the battle he uses Fire/Frost on some foes at 60% and the player rolls 22, another success. Finally, after the battle, he uses Heal/Wound at 70% and the roll is 63, another success.

Sangor succeeded in three of his four spell-skill rolls. After the adventure is over, his player sees if Sangor has improved any. He only rolls for the successfully-used spells. For Lift, he needs a roll of $100\% - 60\% = 40\%$. The player rolls 38 and he is now 65% with Lift. For Fire/Frost he also needs 40% and the roll is 21, another 5% increase. For Heal/Wound, the player needs 01-30

and rolls 65, so he is still at 70% for that spell.

The referee will always determine when an adventure is over.

If the character does not make his roll for a spell, it does not happen and he may try it or another spell in the next melee round. If he fumbles the spell, the referee must determine what happened. It will be as detrimental to the character as possible. Attacks spells will affect the caster, Perception will give wrong or misleading information, Protection will protect the enemy, etc.

If the character rolls his critical chance with the spell, it will have double effect, in range, damage, or sensitivity, or what ever seems most appropriate to the referee.

Ability with each spell may be raised to 100%, and no more. A roll of 00 is always a fumble.

COSTS OF MAGIC

Each point of POW cast in a spell is called a spell 'level'. The character's POW will be reduced by 1 point for every level of spell he throws. If his POW is reduced to 0, he dies. The POW will return at a rate of 1 point for every half hour of full rest or every two hours of movement and action. Even a failed or aborted spell costs 1 point of POW. A fumbled spell costs the same amount of POW as would have the successful spell as would have the success.

LEVELS OF EFFECT/TIME TO CAST SPELLS

Each spell on the list of spells can be made more powerful by adding POW to the casting of it. This means that the magician spends the time to concentrate his energies and put more POW behind the spell. The exact effect of these extra levels of POW is described in each spell description.

Summoning the magic to add extra levels of POW takes time. Each level of POW in the spell subtracts one from the sorcerer's DEX for the melee round. Thus, if Sangor's DEX is 15 and he wishes to cast a second level Fire/Frost, the spell will happen at DEX 13 (15-2).

No sorcerer may use more spell levels than one-half his INT (round up). Thus Sangor the Sorcerer, with an INT of 15, can use no more than 8 levels of any spell he knows. The DEX subtraction for levels of spells can go into minus numbers within the melee round, preserving the order of play.

If a sorcerer with a DEX of 6 wishes to cast an eighth level spell, he must cast his spell at DEX rank minus 2 in that melee round.

OVERCOMING POW

Any magic affecting a living target, such as Change or Control, must overcome the POW of the target by comparing the POW of the caster against the POW of the target on the Resistance Table. This need not be done if the target is willing to receive the spell, as anyone receiving a Heal or Enhancement spell would be.

An unconscious target cannot resist a spell.

MEMORIZATION OF MAGIC

A sorcerer must have spells memorized to use them quickly. A sorcerer can only memorize a certain number of spells. This limit is determined by the INT of the character.

The sorcerer character may memorize half his INT in spells (round up). Thus Sangor the Sorcerer, with an INT of 15, may have eight spells ready in his mind. Any other spells he may know he must carry in his spell books. It takes an hour to memorize a spell, and if the sorcerer already has memorized his limit, the player must choose a spell for the character to forget.

A spell may be used directly from the sorcerer's book, but this will take one full melee round per level of effect desired. A sorcerer may use another sorcerer's spell book if the character's player makes a roll of the character's INT as a percentage for each spell he attempts to use. Otherwise, the codes and handwriting of the strange spell book will not be comprehensible to the character. Reading the strange book may be attempted every time a character's literacy increases by 5% or more.

THE SORCERER-CHARACTER

INITIAL TRAINING

Character inducted into the Sorcerer's Guild will receive the following benefits :

LITERACY – A character will be trained up to 50% in Literacy if not already literate.

INITIAL SPELLS – A character will be trained up to $\text{INT} \times 3\%$ skill in four spells of his choice, rounded up to nearest 5%

MEMORIZATION TRAINING – The character will be trained in the techniques allowing him to keep half of his INT in spells available in his mind (round fractions up).

GAINING POW

A magician needs a high POW to get into the profession, to fuel his spells, and to successfully overcome the resistance of target. Fortunately, it is possible for his permanent POW to increase in the course of his career.

Any time a magician overcomes the magical resistance of a target, or successfully uses a spell that creates a physical effect, such as Fire/Frost, Wall, or Light/Dark, his POW has been exercised and may increase. Subtract the current POW of the character from 25, then attempt to roll the result or less on 1D20.

EXAMPLE

Sangor the Sorcerer, with a POW of 17, subtracts that from 25 to get a result of 8. He rolls 1D20, getting a 13, and Sangor does not succeed in gaining POW.

For every successful roll to gain POW, the magician will gain 1 point of POW.

This roll may only be made once after each adventure (as decided by the referee), not once for every such successful spell or resistance overcome. The increase will come for the character one game week after the adventure is over, or after a week of rest if the adventure is part of a long-term continued campaign.

LOSING POW

Some of the Ceremonial Magics, such as Enchantment or Necromancy, take permanent POW away from their practitioners.

THE SORCERER'S STAFF

A magician may pay an enchanter to have a staff made for him. The ritual will take about six months of the magician's time and he will have to pay for the enchanter's upkeep and expenses at a rate of around 1.000 silver Crowns a month. The magician cannot make other commitments because he must assist in every stage of the ritual, and the final ceremony will cost him a point of POW, permanently subtracted from his characteristics. A magician who gains a staff is officially a sorcerer.

The staff acts as a reservoir of POW for the sorcerer. It will have a POW equal to the sorcerer's after he has sacrificed the point of POW, and it can be used to power spells instead of using the POW of the sorcerer. It regains POW at the same rate as the sorcerer under movement and action (i.e., 1 point every 2 hours) and cannot be reduced to zero POW without withering and dying.

A staff of a sorcerer has 20 Hit Points (rather than the usual 15) and will do an additional 1D6 damage (for a total of 1D8+1d6) to a target struck with it, if its POW overcomes the POW of the target (at an expense of 1 point of POW from the staff). If broken in combat, the staff will wither and become useless and dead. A staff may have Protection and Counter-magic spells laid on it.

A staff need not be an actual "staff". Sorcerer's have been known to have jewels, wands, or even weapons enchanted. However, the cost of time is doubled for any non-wood substance.

A sorcerer may have any number of staves.

GAINING NEW SPELLS

Sorcerers may get new spells by buying them at the prices on the list of Spells, or by taking one game month per spell and attempting to make a roll of $\text{INT} + \text{POW}$ as a percentage each game month. Each successful roll means that the sorcerer has gained a new spell of his choice from the list by research and can use it at an initial percentage equal to his $\text{INT} \times 3\%$. If trying to invent a new spell a player must first okay the spell with the referee, and then the character must allow six game months and make a successful practice roll for each month. A missed roll extends the time needed by another month (i.e., six successful roll must be made).

WEAPON USE

A sorcerer or other magician can increase only in Sage skills past his $\text{DEX} \times 4\%$. Skills brought with the character when he became a magician which are higher than the maximum will stay at that figure, but will not increase.

EXAMPLE

Sangor, with a DEX of 15, has a percent skill maximum level of $15 \times 4\% = 60\%$. His bow skill at 70%, brought with him when he became a magician, will never change so long as he is a magician.

The limit reflects the need for a magician to concentrate on intellectual pursuits, as well as his inability to find time to keep in practice with weapons or with manual skills.

Successful sorcerers can always hire non-sorcerer guards and helpers whose skills are not constrained.

Student sorcerers are trained in one one-handed weapon, the dagger, and the two-handed staff. Common equipment for a magician is a staff, a sword and a dagger, although brawnier mages are known to substitute an axe or a mace for the sword. A magician's proficiency with all three weapons is equal to his INT×3% when leaving guild training.

Starting ability with all other weapons is limited to their *Basic Role-Playing* percentage.

Magicians may wear armor but they must buy it themselves.

MAGIC SPELLS

GENERAL NOTES

SPELL RANGE - Unless otherwise specified, the maximum effective spell range for any spell is 120 meters.

FREQUENCY - Only 1 spell can be attempted in a melee round.

DURATION - Spells occur instantly, or for one melee round, or for ten melee rounds, or for 15 minutes.

COMBINING SPELLS - Two low-level spells, such as two Protection 2 spells, cannot be combined to make a higher level spell (a Protection 4 spell). If two unequal spells are applied at the same time, only the higher level spell will take place.

PURCHASE AND MEMORIZATION OF SPELLS BY NON-MAGICIANS

Non magicians may buy spells, but they are not taught the necessary notation to create or read a spell book, and they are not taught how to memorize spells. Therefore a non magician cannot carry more than ¼ his INT in spells (round down any fractions). Non magicians start at 25% with each spell learned.

Non magicians cannot research spells.

BLAST

Range – 120 meters

Duration – Instantaneous

This is a magical beam of light directed at a single target. For each level of the spell used, the target takes 1D6 damage. Armor will absorb the damage, but it cannot be parried. A Countermagic spell may stop it, but Protection will not work because the light is not a kinetic force.

CHANGE

Range – 30 meters

Duration – 15 minutes

This spell, if it overcomes the POW of a living creature, will affect three SIZ points of a target. Each individual level adds three SIZ points of target, and enough levels must be used to affect the entire target. It may also be used on a non-living object with the same requirements. The spell must change the target, which may be the caster, into another shape. The new shape must be in the same kingdom (animal, vegetable, or mineral) as the original target. For instance, a troll cannot be changed into a tree, but it can be changed into a frog. The frog will have all the attributes of the troll, including the SIZ. The spell only affects the shape, not the basic attributes of

SPELLS

<i>Spell</i>	<i>Cost in Crowns</i>	<i>POW gain</i>
Blast	1000	yes
Change	2000	yes
Conjure/Dismiss Elemental (per elemental)	3000	yes
Control	2000	yes
Countermagic	1000	no
Dispel Magic	1000	yes
Enhance/Diminish	2000	yes
Fire/Frost	1500	yes
Heal/Wound	1000	yes
Illusion	2000	no
Invisibility	3000	no
Lift	1500	yes
Light/Dark	1000	yes
Lightning	2000	yes
Perception	2000	no
Protection	1000	no
Resist	2000	no
Seal/Unseal	1500	no
Sharpen/Dull	1000	no
Speak to Mind	2000	no
Teleport	3000	no
Vision	3000	no
Wall	1500	yes
Wards	2000	no

the object, so it cannot be used to change lead to gold, or the like. Finally, the conditions for life in the new form must be present : the spell cannot change a man to a fish in mid-desert, though he might change to a fish in a river or a sea.

The target of this spell cannot use the exotic abilities of the new shape if it has any. The troll would not be able to breathe fire if he were changed into a dragon, nor would he have the intelligence or knowledge of a dragon, but he will be able to use his physical abilities, such as flying, at 25%.

Each level of this spell can be used to affect more than one object instead of a larger object, or extend the duration of the spell by 15 minutes.

CONJURE/DISMISS ELEMENTAL

Range – 12 meters

Duration – 10 melee rds

This is the spell of conjuring a specific elemental as described below. A magician must specify which sort of elemental he will learn how to conjure. Any elemental conjured will have 3D6 POW and 3D6 DEX, and 1D6 SIZ per level of the elemental. It has no INT and must be directed with the full attention of the magician. All elementals are affected by magic and are immune to poison. Their hit points equal their SIZ. Aside from these aspects, each elemental has different abilities.

EFFECTS OF ELEMENTALS ON ONE ANOTHER

	<i>Gnome</i>	<i>Salamander</i>	<i>Sylph</i>	<i>Undine</i>
<i>Gnome</i>	Normal Combat	Mutual Destruction	No effect	Level vs. Level
<i>Salamander</i>	Mutual Destruction	No effect	Level vs. Level	Mutual Destruction
<i>Sylph</i>	No effect	Level vs. Level	No effect	No effect
<i>Undine</i>	Level vs. Level	Mutual Destruction	No effect	No effect

No effect – Elementals have no effect on each other.

Mutual Destruction – The two elementals compare hit points. The one with the fewer points is destroyed, the other is reduced to the difference between the hit points. If the elementals have the same hit points, both are gone.

Level vs. Level – Compare the level of the elemental to the level of the target elemental. An attack is made using the resistance table. If the attack is successful, the target elemental is destroyed. Two elementals automatically attack each other at the same time on the resistance table, which can lead to mutual destruction.

Normal Combat – The elementals attempt to attack and parry one another, just like normal human fighters.

Air – The Sylph

A sylph is a whirlpool of air which will occasionally form into transparent humanoid shape. It can :

1. Carry an object through the air at 6 points of SIZ per level of sylph for 1000 meters in 10 melee rounds.
2. Knock down 3 points of SIZ per level of sylph.
3. Destroy a salamander by comparing its level against the level of the salamander on the resistance table and making a successful attack.
4. Ignore damage from physical weapons, even those with Sharpen spells.
5. Be added to a missile or thrown weapons to increase the chance of hitting by 5% per level and add 1d3 damage per level.
6. Move without burden at 36 meters per melee round, quadrupled if moving at full speed.
7. Carry messages on scraps of paper up to a kilometer away in 10 melee rounds.

Fire – The Salamander

A salamander usually appears as a lizard-like shape of fire. Constantly active, even while being held in place by its summoner, it can:

1. Engulf a single target in flames, doing 1D6 damage per level of salamander. Armor and Protection spells protect against this attack.
2. Ignite inflammable object it touches, so they will burn on their own, doing 1D4 flame damage per round in addition to the salamander's fire damage.
3. Be damaged by physical weapons, but will damage them in turn at 1D6 per level of the salamander.
4. Absorb flame damage from other sources to heal its wounds.
5. Destroy a sylph by comparing its level against the sylph's on the resistance table and making a successful attack.
6. Mutually annihilate the hit points of an undine or a gnome until only one survives.
7. Can be added to a metal weapon to do an additional 1D6 of damage per level of the salamander plus the damage of the weapon, consuming the weapon's hit points at the same time, as in 3, above.
8. Move at 24 meters a round, which triples when moving at full speed.

Earth – The Gnome

The gnome always forms into a man-like shape. It also can :

1. Hit physically for 1D6 damage per level of gnome at 25%.
2. Be damaged by physical weapons, but the attacker must make a roll of POW×5 or less on 1D100 or the weapon takes the same amount of damage back to itself.
3. Find the nearest source of metals or gems specified by the summoner.
4. Destroy an undine by comparing its level to the undine's on the resistance table and making a successful attack.
5. Mutually annihilate hit points with a salamander until one is gone.
6. Move 12 meters a round, which doubles when moving at full speed.

EXAMPLE

A gnome with 10 hit points meets a salamander with 12. The gnome becomes a puddle of slag ; the salamander has 2 hit points.

7. Can be added to a metal weapon to do an additional 1D6 of damage per level of the salamander plus the damage of the weapon, consuming the weapon's hit points at the same time, as in 3. above.
8. Move at 24 meters a round, which triples when moving at full speed.

Water – The Undine

The undine will manifest as a tower of water and occasionally take the shape of a beautiful human female. It can :

1. Engulf one target to drown it at 1D8 points/melee round. Each melee round the target may match its POW against the POW of the undine on the resistance table to keep its breath and not be drowned.
2. Be damaged by physical weapons, but will only take half the rolled damage and cannot be impaled.
3. Carry an object or person through the water at 6 points of SIZ per level of undine for a kilometer in 10 melee rounds.
4. Wash away a gnome by comparing its level against the level of the gnome on the resistance table and making a successful attack.
5. Mutually destroy a salamander's hit points until one or the other is destroyed.
6. Be added to a weapon to let it move normally underwater.
7. Move unencumbered 36 meters per melee round in water, and 6 meters on land.

The user of this spell may also use it to attempt to dismiss an elemental of the type the user knows how to conjure. Again, he must

overcome the level of the elemental with cast level of Dismiss Elemental on the resistance table.

EXAMPLE

Sangor knows Conjure/Dismiss Salamander. A fifth level salamander is conjured against his party. He successfully uses Dismiss Elemental 3. He compares his level Dismiss against the level of the salamander on the resistance table, a 40% chance. His player rolls 27, and the attacking salamander is gone.

CONTROL

Range – 120 meters

Duration – 10 melee rounds

The user of this spell must overcome the POW of his target. Each level of the spell cannot be used on unintelligent animals. Each attack is independent. If the caster wishes to have the victim do anything other than collapse, he must concentrate on the spell, using no other spells or doing anything more than moving slowly and speaking to others in short sentences. While concentrating, he may control the movements and speech of the target. If the caster is forced to fight or concentrate on any other activity, the victim collapses into sleep.

A collapsed victim will revive from unconsciousness and regain control of himself as soon as he makes a roll of his CON on D100. The roll may be attempted once each melee round after the round of collapse.

COUNTERMAGIC

Range – 120 meters

Duration – 5 minutes

This spell puts up a magical shield around the user or on any person or object he wishes to keep magic from affecting. The level of an incoming spell must be rolled against the level of the Countermagic on the resistance table. A successful roll means the spell penetrated despite the Countermagic. It must still overcome the POW of the target, if needed. A failed penetration means the spell rebounded on the caster. Any spell fails to penetrate two Countermagics in succession dissipates and is no more. The Countermagic protects the target and anything he is carrying.

If the character or object to receive the Countermagic already has a Protection spell, the Countermagic will not be effective unless its level overcomes the Protection level on the resistance table. If successful, both spells will be in effect.

Countermagic is effective versus Blast and Lightning, but not against Fire/Frost.

DISPEL

Range – 120 meters

Duration – Instantaneous

This is a spell used for ridding oneself or another of the good and bad effects of a spell such as Control, Lift, Sharpen/Dull, etc. Like Countermagic, it must overcome the level of the target spell on the resistance table. It can be used to destroy an elemental. It must be directed at a particular spell (though saying, « Get rid that has Gottfried walking like a zombie » will do, if the exact spell is not known) and, if the target is protected by Countermagic, it must get through the Countermagic as usual to reach its objective.

Dispel may also be thrown at a character who is throwing a spell in an attempt to keep the other's spell from happening. This can be handled in the statement of intent phase as "Sangor will throw a third level Dispel to stop the guy in the black robes from throwing whatever he is throwing this time." Always work out the results of the Dispel before the results of the other spell.

ENHANCE/DIMINISH

Range – Touch

Duration – 15 minutes

This spell can add one point to either STR, CON, SIZ or DEX of the target for each level of the spell used. This spell can also diminish a characteristic in the same manner.

FIRE/FROST

Range – 120 meters
Duration – Instantaneous

Each level of this spell does 1D6 fire or cold damage to everything in a one-meter-diameter circle. Multiple levels may be used to set up several fires instead of one large one, or can combine the effects. The Fire/Frost appears as a pillar arising from the ground.

The damage is absorbed by armor, Protection, and Resist spells but Countermagic has no effect. The spell lasts only one melee round unless something flammable is affected. If it is, the blaze continues, damaging anyone or thing within it at D4 points per melee round.

Frost can be used to put out normal fire, but has no effect against salamanders or dragon breath.

EXAMPLE

Sangor the Sorcerer needs to block a 3-meters-wide passage, and wants to fry the first rank of attacking goblins in the process. He puts 4 points of POW into a fourth level Fire, putting 4 Fires, each at level 2, side by side to fill most of the passageway. The front two goblins each take 2D6 damage.

HEALING/WOUNDING

Range – Touch
Duration – Instantaneous

A level of this spell heals 1D6 of damage by wound, Fire, Blast, Lightning, or acid. It does not work against poison or disease. Wounding will target on the resistance table. Healing can bring a character back from the dead if the Healing is done within 15 game minutes and the character did not take more than his hits again in damage. Thus, a character with 15 hit points can be brought back with Healing if he did not take more than 30 points total damage.

ILLUSION

Range – 30 meters
Duration – 15 minutes

This spell allows the caster to build up an image of an object equal to 3 SIZ points for every level of the effect. This image is totally visual, with no sound, scent, touch, or taste component. It will remain if touched but will be totally insubstantial and obvious as an illusion. It is generally used to create images of walls, pictures of people, etc. Unless the caster concentrates on it to the exclusion of all else, the illusion will not move.

INVISIBILITY

Range – Touch
Duration – 15 minutes

Each level of this effect covers a SIZ 3 object or person. The caster must concentrate on the spell and must do no more than walk or speak. Fighting, throwing spells, or similar distractions such as falling into pits or negotiating a difficult path will break the spell. If the spell is being maintained by another, anyone attacking the target must attack at 1/5 of the normal chance.

This spell does not stop sound or other senses.

LIFT

Range – 120 meters
Duration – 15 minutes

Each level of this effect covers a 3 SIZ points of the person or object affected. If the SIZ is appropriate, the caster may lift the object and move it through the air. This can be the caster himself, using the spell to fly. The object will move at 24 meters per melee round. Each level of the spell above the minimum necessary to move the SIZ will add 6 meters per melee round to this speed.

If the object does not wish to be lifted, the caster must overcome its POW.

The spell may also be used to slow down a falling object too big for the level of the spell. For each level less than needed, the object is slowed as if it were falling that difference times 3 meters, up to a 12 meters reduction.

Thus, if a SIZ 13 object is falling and the level of the Lift is 4 (which affects 12 SIZ points), the object which is falling 10 meters will fall as if falling 3 meters (1×3=3). However, if the SIZ 13 object is faced with a level 1 Lift, there is a difference of 4 and the fall would be equivalent to the 10 meters, anyway.

The spell may also move an object such as cart or sledge along the ground if there is a level of spell available for every 6 points of SIZ of the object.

LIGHT/DARK

Range – 120 meters
Duration – 15 minutes

This spell illuminates a 3-meter-radius circle. Each additional level adds 3 meters to the radius. This light is about torch magnitude. The spell must be cast on an object; it does not hang in mid-air.

Dark takes the light away from the same radius circle. The area is in total darkness to anyone seeing in the normal range of visible light, even if a torch or other light source is burning in the area.

LIGHTNING

Range – 60 meters
Duration – Instantaneous

Each level of this spell does 1D6 damage directly to the hit points of the closest target the caster is facing. If two target are equally close to the caster, the Lightning will strike the target with the most metal. Countermagic will protect against the spell.

PERCEPTION

Range – 60 meters
Duration – Instantaneous

The caster may specify one type of thing he is searching for, such as the nearest trap, secret door, gold, magic, stairway, unfamiliar thoughts, etc. This spell will then give the direction to the nearest such thing within the range of the spell. Additional levels allow for more than one thing at the same time. Thus, the caster may wish to use a level 2 Perception to determine the closest two traps, or the closest trap and the closest secret door, etc.

PROTECTION

Range – 120 meters
Duration – 15 minutes

This spell works like armor. Each level adds one point to the armor protection of the caster. Since this affects the same area a counter spell would affect, any counter spell on the target must be overcome by the Protection to work. If successful, both spells stay on the target.

RESIST

Range – Touch
Duration – 15 minutes

Each level of this spell reduces heat or cold damage taken in a melee round by one point. If the protected character is hit by more than one Heat/Cold attack, each damage roll is reduced by the level of the effect. Thus, if Sangor the Sorcerer, using Resist 3, is hit by a 5-point salamander attack, a 7-point Frost, and a 10-point dragon breath, his total damage is (5-3)+(7-3)+(10-3)=13 points. Fortunately for Sangor, he is quite unlikely to be hit by any such concentration.

SEAL/UNSEAL

Range – Touch
Duration – 15 minutes

This spell acts to bond the edges of any two unliving objects which are at rest and fitted to one another. Some examples are a door in a door-frame, a lid on a box, or a sword in a scabbard. The two objects become one object, and cannot be separated for the duration of the spell. The objects can, of course, be battered open or destroyed. A Seal spell adds 20 points to whatever hit points the object has.

The reverse spell will open unlocked doors or boxes and cause scabbarded objects to fly out of their containers and drop to the ground. It also acts against a Seal spell if the level of the Unseal overcomes the level of the Seal on the resistance table.

Each level of spell adds either 15 minutes to the duration of the spell or adds 20 more points to the hit points of the object sealed.

SHARPEN/DULL

Range – 120 meters; Duration – 15 minutes

This spell adds 5% to the attack chance and 1 point of damage to any weapon (including blunt weapons and missile weapons) to which it is successfully applied. If more than one level is used, it can either add multiples of 5% and one point of damage to the weapon, or it can be distributed equally among several weapons, up the level of the spell. Applied to Dull a weapon, it reduces the chance to hit by 5% and to damage by one point per level. Damage cannot be reduced below one point.

SPEAK TO MIND

Range – 120 meters; Duration – 10 melee rds

Each level of this spell allows the caster to speak to another mind, intelligent or not. Only surface conversation or feelings are transmitted. The target of this spell cannot communicate to any other target of this spell. The caster may, however, cast Level 1 Speak to Mind on two other characters to let them communicate.

TELEPORT

Range – Touch
Duration – Instantaneous

Each level of this spell allows the caster to instantaneously transport 3 SIZ points to another place known well to the caster. The range of this transportation is 1,000 meters. If the level of the effect is higher than the SIZ requires, each extra level will extend the range another 1,000 meters. If the object does not wish to be transported, the caster must overcome its POW. A fumble with this spell will send the caster to the center of the earth, to ultimate destruction.

VISION

Range – 120/30 meters
Duration – 10 melee rounds

The caster may see what is happening in any area within the first given range of the spell with which he is familiar. This gives full vision and hearing as if the caster were in the area. If the caster is physically next to any area within the 30 meter range of the spell, he may put the spell into such an area. Each extra level of the spell will allow the caster to go back as much as a day to see what happened in an area. This magic may also be used to touch an item and receive and vision of its previous use or owner. Each additional level used gives another use or another picture.

Each level also allows the user a cumulative 10% chance of learning the activating word for a magical device. The user may only attempt this once for any one object until he gains an increase in skill with the spell.

The caster may not use any other spell while using the Vision spell, or the Vision spell will disappear.

WALL

Range – 12 meters
Duration – 15 minutes

This magic brings a wall out of the ground or stone floor to stand solidly before the caster. It will appear anywhere needed within the 12-meter range and will be 1×1×3 meters. Each additional level of the spell will add 1 meter to one dimension of the wall. The wall has 30 hit points if any attempt is made to destroy it. Each meter added to the initial wall will add 10 to the hit points.

WARD

Range – Touch
Duration – Permanent

Wards form a protective square around the person or object needing guarding or protection. An area of 9 square meters may be so guarded. The Wards are formed by four stone created in a preliminary ritual to gain the effect. Only the caster may take down the Wards, although they may also be dispelled.

The Wards act as a Countermagic and Blast. Any magic point going either way through the line must overcome a level 1 Countermagic. Any object crossing the line from either direction receives a level 1 Blast. Each extra level adds 3 meters to any dimension or another level of Countermagic and Blast. The spell must be successfully cast to set up the wards and successfully cast again to take them down.

IV. Creatures Great and Small -----

Your *Basic Role-Playing* character grew up in an area with natural monsters such as bears, wolves, and intelligent baboons. Our *Magic World* has many more denizens than these. This chapter will describe a few of these exotic creatures and how they relate to the rest of the world.

Every creature will be described in the following format :

DESCRIPTION – A paragraph giving a general description of its appearance, attitudes, and commonness.

SIZ – A dice roll giving the SIZ of the creature. This is also used for the Hit Points and, if need be, the STR. (Note : this is different from *Basic Role-Playing*).

INT – A dice roll indicating the INT of the creature in comparison with a human's normal 3D6.

DEX – A dice roll giving the DEX of the creature for combat and dodging purposes.

POW – A dice roll giving the POW of the creature for magic and luck purposes.

MOVE – The creature's melee movement ability written as meters per melee round.

ATTACK – By weapon or natural feature, the usual chance of success, and the damage done.

ARMOR – The type of protection and the number of points of its protection.

SKILLS – Up to five skill percentages will be given. Referees are free to add more.

SPECIAL – Special attacks and descriptions of exotic features of the creature will be given.

TREASURE – A notation of what sort of treasures attract these monsters and what may be found in their lairs. See Treasures, Chapter V.

PLAYER CHARACTER – A few of these creatures can be played as characters by players. This section will give notes on rolling up one of these exotics.

Before reading the descriptions of these exotic beasts, the player should pause to remember that the most dangerous opponent he is likely to face will be other adventurers, with all the skills, magic, and cunning that he himself possesses.

CHIMAERA

DESCRIPTION – This horse-sized beast has a lion's body. Three heads come from its shoulders : a dragon's, a lion's and a goat's. These creatures were created by mad gods centuries before and reproduce slowly. They keep the wilderness, although some young have been captured by magic workers who use them as pets, mounts, or guardians. Chimaeras love horse meat.

SIZ – 3D6+12

INT – 1D6

POW – 4D6

DEX – 3D6

MOVE – 30 meters per melee round

ATTACK

	<i>Ability</i>	<i>Damage</i>
Dragon head fire breath	60%	3D6 per target
Dragon head bite	30%	2D8
Lion head bite	50%	1D10
Goat head butt	50%	2D6
Claw	60%	1D8+1D6

ARMOR – 8 point skin

SKILLS – Hide 50% ; Jump 75%

SPECIAL – A chimaera can bite with all of its heads and use one claw in the same DEX against one or more foes. Alternately, the dragon head can breathe and the other heads attack with bites and bites, but it cannot claw.

TREASURE – Unless it is guarding someone else's treasure, a chimaera will not have any treasure of its own. There might be some on the bodies of previous victims.

DEMONS

DESCRIPTION – These summoned beings are brought to this plane by long rituals known to wizards. They are basically humanoid with the following common attributes.

SIZ – 2D6+6

INT – 3D6

POW – 3D6

DEX – 3D6

MOVE – 24 meters per melee round

ATTACK

	<i>Ability</i>	<i>Damage</i>
Claw	50%	1D8
Goat head butt	50%	1D6

ARMOR – 2 point skin

SKILLS – Listen 75%; Spot Hidden Item 60%; Move Quietly 50%; Hide 50%; Jump 60%.

SPECIAL – A demon will also have 1D6+1 Demonic features, see list. Roll 1D20 to determine which features are present, either rolling again for duplicates or else doubling the feature, as seems appropriate. Encountered troops of demons may be all the same or each different.

TREASURE – Demons will be found only guarding the treasures of other beings; they have none of their own.

DEMONIC FEATURES

<u>1D20</u>	<u>Feature</u>
01	+6 point skin
02	+10 SIZ
03	+10 DEX
04	+10 POW
05	Pincer hands, +1D6 damage
06	Extra STR, +1D6 damage
07	Wings, fly 36 meters per melee round
08	Flame touch, +2D6 damage, immune to Fire
09	Level 3 Perception spell at 70%
10	Immune to magic effects
11	Immune to unenchanted weapons
12	Level 3 Control spell at 70%
13	Chameleon power, +40% to Hide ability
14	Cat feet, +40% to Move Quietly ability
15	Bat ears, +25% to Listen ability
16	Keen eyes, +30% to Spot Hidden Item ability
17	Kangaroo legs, +30% to Jump ability
18	Sting tail, 1D6 damage, +3D6 poison damage if it penetrates armor
19	Walk through walls
20	Roll twice on table

DRAGONS

DESCRIPTION – Dragons are large, flying, flame- or poison-breathing reptilian creatures with a lust for treasure. They are individualistic and selfish, and will never give up an item of the hoard willingly. Anyone stealing something from a dragon will earn its enmity for the rest of its very long life. Dragons consider themselves the wisest and most cunning creatures, and therefore may be susceptible to flattery.

SIZ – 4D6+30

INT – 3D6+6

POW – 3D6+12

DEX – 3D6

MOVE – 30 meters per melee round when walking, 60 meters when flying.

ATTACK	<i>Ability</i>	<i>Damage</i>
Flame breath	60%	3D6 to all hit
Claw	50%	4D6
Bite	50%	2D8+2D6
Wing buffet	50%	Knockdown
Tail swipe	60%	Knockdown

ARMOR – 10 point skin

SKILLS – Fly 90% ; Spot Hidden Item 80% ; Jump 75% ; Listen 75%

SPECIAL – The flame breath does damage to all in a 3-meter diameter circle within 60 meters of the dragon. Alternatively, the flame breathe can be 3D6 poison in a 3×3×3 meter cloud. The dragon may also know up to its INT in spells at INT×5% ability for each spell. Dragons are immune to fire.

TREASURE – A dragon will have a hoard worth its SIZ×100 Cr.

DWARVES

DESCRIPTION – Dwarves are a short, underground race, continually delving after the treasures of the earth. Dwarves hate all treasure-hoarding dragons, mostly because they want to hoard the treasures themselves. They are excellent warriors with axe and

crossbow. They hate goblins and mistrust elves and trolls. They will warily mix with humans.

SIZ – 2d6+3

INT – 3D6

POW – 3D6

DEX – 3D6

MOVE – 18 meters per melee round.

ATTACK	<i>Ability</i>	<i>Damage</i>
Axe	50%	1D8+2
Shield parry	50%	
Crossbow	40%	2D6+2

ARMOR – 5 point chainmail

SKILLS – Spot Hidden Item 60% ; Hide 50% ; Climb 50% ; Disarm Traps 60%

SPECIAL – Dwarves are resistant to fire, taking only half damage from it. Dwarves can see in the dark.

TREASURE – A dwarf city will have immense treasure. An individual dwarf will carry 2D100 Crowns at any one time and has a chance equal to his POW×2% of having a magical item.

PLAYER-CHARACTERS – Dwarves may be player-characters. Roll 4D6 for STR, 2D6+6 for CON and 2D6 for SIZ. A dwarf will have the warrior's beginning percentage with an axe and shield, plus similar ability in Climbing, Hiding, Spot Hidden Item, and Disarm Traps. He will not know how to ride or swim. The dwarf begins with a set of chainmail and 50% ability to make armor. He will not have a magical item. Dwarves may become sorcerers, but fall under all the restrictions of magic workers.

ELVES

DESCRIPTION – Elves are long-lived, tall forest dwellers. Young elves often go adventuring among humanity, but retire as they mature. Their favorite weapon is the bow. Elves hate trolls and disdain dwarves and goblins

SIZ – 3D6+2

INT – 2D6+6

POW – 2D6+6

DEX – 2D6+6

MOVE – 27 meters per melee round.

SKILLS – Move Quietly 75% ; Hide 75% ; Spot Hidden Item 75% ; Listen 75%

ARMOR – 2 point leather

SPECIAL – Elves are natural magicians. Also, they may only memorize a third of their INT in spells because they take the time to increase past their DEX×5% in all skills.

TREASURE – Elves treasure fine jewelry and magic items. These are often extorted from the dwarves. Elves encountered outside an elfen settlement will be carrying no more than 1D20 Cr and may have magical artifacts if the individual elf's POW is rolled as a percentage. If he has it, it will be one of use to him and he will use it against any attacker.

PLAYER-CHARACTERS – Elves may be player-characters. STR is 2D6+2, CON is 3D6, and SIZ and DEX are as shown above. Elves are tall, slim, and fine-boned. An elf player character will start with a warrior's percentage in bow and rogue's abilities in Move Quietly, Hide, Spot Hidden Item, and Listen. The character will also be a beginning magician.

GHOSTS

DESCRIPTION – Ghosts are the shadowy and insubstantial essences of the dead. They usually guard or haunt the scene of a past tragedy. An encountered ghost may simply try to scare away characters, or tell its tale of woe, or demand or offer help, or attack in mindless rage. The reaction depends on the actions of the characters and the ghost's reason of being.

SIZ – Insubstantial

INT – 3D6

POW – 2D6+6

DEX – Unimportant

MOVE – 10 meters per melee round.

ATTACKS – See Special

SKILLS – Move Quietly 100%, Hide 100%

SPECIAL – A ghost attacks with its POW versus the POW of the tar-

get on the resistance table. If this attack should succeed, then the victim collapses. The victim must also make a roll of CON×5%. If the character does not die, he is unconscious until the player can roll the character's CON as a percentage. If the attack is unsuccessful, the victim may attack the ghost in the same manner. If the victim's attack is successful, the ghost cannot attack him for a day.

If the victim is protected by a Countermagic spell, the ghost must first penetrate the Countermagic as if the ghost was a first level magical spell.

A Dispel may banish a ghost for 1D20 days if the roll succeeds based on the level of the Dispel versus the total POW of the ghost. This may be attempted any number of times until it works.

A ghost is immune to weapons and physical magic such as Blast or Fire. Once a ghost has attacked a character, it will attack each melee round until the victim is unconscious, dead, agrees to follow the ghost's wishes, or is stopped by the character's successful attack.

Always resolve ghosts' POW vs. POW attacks first in the round.

Goblins

DESCRIPTION – Goblins are mean, low, and basically evil race. Their society encourages brutality and cunning and greed. They hate dwarves, distrust elves, and are often enslaved by trolls. They are creatures of the night and can only use their fighting and other skills at half-ability in the daylight. They see in the dark by infrared light.

SIZ – 2D6+2

INT – 3D6

POW – 3D6

DEX – 3D6+4

MOVE – 18 meters per melee round.

ATTACKS *Ability* *Damage*

Any weapon 45% Per weapon

ARMOR – 3 point cuirboilli

TREASURE – A goblin hoard will have 1D20 Cr (or equivalent) per goblin in it.

PLAYER-CHARACTERS – A goblin character should roll 2D6+2 for STR and 3D6 for CON. All other characteristics are as above. A goblin character has all a rogue's beginning skills except that his weapon can be any hand, missile, thrown, or thrusting weapon. A goblin character will have 2 point leather armor. He cannot Ride or Swim. A goblin may be a sorcerer but must follow all the usual restrictions to become one.

Horses

DESCRIPTION – Horses are riding animals. Warhorses are trained to fight while ridden and at the direction of their riders. Other horses will only fight if cornered and will then pay no attention to their riders. A regular horse will generally cost its SIZ×100 Cr. A beginning warrior's horse will not be a warhorse.

SIZ – 4D6+12

INT – 1

POW – 3D6

DEX – 3D6

MOVE – 36 meters per melee round.

ATTACKS *Ability* *Damage*

Kick 25% 2D6

Bite 25% 1D8

Rear and plunge 25% 4D6

ARMOR – 1 point skin

SPECIAL – A horse will make one of its attacks per melee round.

Manticores

DESCRIPTION – Like the chimaera, a mantichore is a slow-breeding creature. Popular with magic workers as pets and mounts, many have been raised in a protected environment. They have lion's body and mane (for the males) with a humanoid face, dragon wings, and a scorpion's tail. They also like horseflesh.

SIZ – 4D6+12

INT – 2D6+3

POW – 3D6

DEX – 4D6

MOVE – 30 meters per melee round on ground, 45 on air.

ATTACKS *Ability* *Damage*

Claw	40%	3D6
Bite	40%	1D10
Sting	50%	3D6, +3D6 on CON if it penetrates armor

ARMOR – 4 point skin

SKILLS – Fly 75% ; Spot Hidden Item 50% ; Move Quietly 60% ; Hide 75% ; Jump 80%

SPECIAL – The poison in a mantichore's sting is compared against the Hit Points of the victim on the resistance table. A successful roll means the victim takes that many Hit Points of damage additional to the sting damage. An unsuccessful roll means the victim took half the number of points rolled.

TREASURE – Mantichores will accumulate treasure, particularly gold and jewelry. Greed was built into their genes when they were created. They are intelligent enough to use treasure to buy their way out of tight situations.

Skeletal Guardians

DESCRIPTION - These are intact dead bodies animated by a necromancer in a days long ritual. They are created to perform special tasks. While sufficiently brittle to be destroyed in one blow, they are usually protected with armor. The spell animating them makes them very deadly with their weapons. Also, Blast spells and impaling weapons only do their minimum possible damage to a skeletal guardian. Thus, and eighth level Blast would do 8 points, a two-handed spear would do 2 points (and impaling would make no difference), etc.

SIZ - 1D10

INT - 0

POW - 1

DEX - 2D6+6

MOVE - 24 meters per melee round

ATTACKS *Ability* *Damage*

Weapon DEX5% Per weapon

Shield parry DEXx5%

ARMOR - Often has 5 point chainmail.

SKILLS - None.

TREASURE - Skeletal guardians are usually created to guard the treasure of others.

Trolls

DESCRIPTION - A strong and deadly twilight race. They are restricted to the nighttime and shadows, though, because exposure to direct sunlight does 1D6 damage to them every full hour they are exposed. This is a cumulative effect over the course of the day. Like goblins, they can see in total darkness. Trolls may be sorcerers if they make the necessary rolls. An encountered troll magician will have half his INT (round up) in spells available at 20 + 1D10 x 5% ability.

SIZ - 3D6+6

INT - 3D6

POW - 3D6

DEX - 3D6

MOVE - 24 meters per melee round

ATTACKS *Ability* *Damage*

Heavy Mace 50% 1D8+2+1D6

Any weapon 40% Per weapon + 1D6

Shield parry 50%

SKILLS - Hide 50%; Jump 50%; Move Quietly 50%; Listen 75%; Spot Hidden Item 40%.

ARMOR - 4 point ring mail.

TREASURE - A troll hoard will have 1D100 times the number of trolls worth of Crowns in it, and a wandering troll will carry 2D20 Cr with him. He also has his POW as a percentage chance of carrying a magical item.

PLAYER CHARACTER - Player character trolls should roll 3D6+6 for STR and 3D6 for CON. The beginning troll will have the percent rolls specified above in the skills above. He will not have a magical item. Trolls hate elves, disdain dwarves, and enslave goblins.

WOLVES

DESCRIPTION – These vicious canines work in packs of 4D6 wolves. They are often the pets and guardians of trolls and goblins.

SIZ – 2D4+4

INT – 1

DEX – 2D6+6

POW – 3D6

MOVE – 30 meters per melee round.

ATTACKS	Ability	Damage
Bite	50%	2D6

ARMOR – 1 point skin

SPECIAL – Wolves will attempt to knock down opponents. Their chance is their SIZ vs. SIZ of the target as rolled on the Resistance Table.

TREASURE – Wolf packs will not have a hoard as such, though the bodies of wolf victims may have treasure on them.

V. TREASURES -----

NON-MAGICAL

GEMS & JEWELRY – An individual gem will sell for different prices to different buyers, depending on the needs and resources of the buyer. When trying to sell a gem, roll 3D6 and multiply the result by 20 to find the offered price for each potential buyer. It is up to the referee to determine how many buyers are available in any one are.

Jewelry has a wider spread of possible value. For each potential buyer, it is a 20 x 1D100 Cr for each item of jewelry. Jewelry can be many things not ordinarily thought of as jewelry. Candalabra, flatware, boxes, potion bottles, and many other incidental items can be gussied up to be jewelry.

OTHER ITEMS OF VALUE – There are many other things which can be valuable to the treasure seeker. Among them are historical documents, maps, deeds, fabric, foodstuffs, rare wine, weapons and armor, or ingredients for magical potions.



Placement of these or any other items in a treasure hoard should be done with an eye to the difficulty of the guardians. Five goblins will not be guarding a hoard worth a million Crowns, for

someone would already have taken it from them.

MAGICAL

As well as simple wealth, a hoard may contain magical equipment. If the guardians are intelligent, and guarding their own hoard, they will make good use of any of the equipment they can in the defense of it. It makes no sense to have trolls guarding weapons with sharpen spells on them and not use them, unless they don't know how to activate the spell. About this, more later.

POTIONS – Potions are made by alchemists. These worthies may once have been adventurers, but they will have been creating potions and brewing elixirs for many years to learn their trade, and would not think of adventuring now. Alchemists make three types of potions.

POISON – An alchemist can brew a poison which will have a 3D6 effect on the drinker. Any poison's rolled damage must overcome the Hit Points of the taker on the resistance table. If successful, it will do that many points of damage to the Hit Points. If unsuccessful, it does half the rolled damage. The usual fee for one dose of poison is 20 Cr.

POISON ANTIDOTE – An alchemist can also brew an antidote which will take 3D6 points of damage away from the next poison taken by the drinker. The poison must be taken within two hours of the antidote. Thus, Hernan the Conqueror, about to take on a manticore, slugs down an antidote. Sure enough, the manticore hits Hernan and the poison from the sting does 11 points of damage. Rolling the 3D6 for the antidote, we get a roll of 9, which cust the poison damage down to 2. To find how much damage is actually done, compare the 2 points of damage against Hernan's CON of 11 on the resistance table. The poison has only a 5% chance of doing the full 2 points of damage. The usual charge for one dose of antidote is 50 Crowns.

MAGIC POTION – A magic potion will give the user the ability to use up to four levels of a specific spell once in the next 2 hours. After that period the potion will not work. The user's percentage chance of using the spell is equal to his POWx5% for the level one spell, with the usual reduction of 10% per level after the first level. The usual price is half the cost of learning the same level of magic from the Sorcerer's Guild.

BOOKS – Magic books may be read to create spells as described in Chapter III. The chance of an adventurer reading such a book is shown in Chapter III.

MAGIC ARTIFACTS – For centuries, enchanters have placed spells into artifacts of wood, metal, and bone. In this way, they can extend their knowledge of spells and assist non-magic workers by giving them access to magic. Each time the spells are used, the user must supply the POW for them.

The enchanters have found a certain symmetry in a limitation to such enchantments. No item may have more than 9 levels of magic placed into it. Thus, a sword may be created with Sharpen 6 and Perception 3 in it.

To use the artifact, the user must know the activation phrase for it. This can be found with a Vision spell, and magicians make money solving these puzzles for non-magicians. A separate word is needed for each spell present in the artifact. The words are usually ones hard to pronounce and enunciate clearly, to guard against accidental activation, so the user of these artifacts must make a luck roll of POWx5 to create the effect. An artifact must always operate at its maximum level. The sword above will always be Sharpen 6 and cost the user 6 POW points.

INTELLIGENT ARTIFACTS – Perhaps one out of one hundred artifacts have had demons placed in them. It takes a combination of enchanter and wizard to make them. The demon is taught one fourth their INT (round up) in spells, and these become the spells in the artifact. The user commands the demon on a successful roll of POW vs. the demon's POW. If successful, the user can then command the demon for a day to do the spells, and the demon has a chance equal to its INTx5% to cast the spell. The spell will drain the demon's POW, and cannot be used to kill the demon.

The demon in an artifact does not manifest its demonic features. If the weapon is broken, the demon is loosed and its features should be found on the Demonic Features list in Chapter IV.

VI. Scenario:

Vault of Sarkath Han ---

Your character is in the Inn of the Broken Blade, a popular adventurer's hangout in the city of New Sarnath in the Kingdom of Far Dales. You have struck up a conversation with one Havnor the Strong, a large, blocky, good-humored type with a problem.

Havnor has just returned from an adventure in which he was seeking a dragon's hoard. He returned, but the rest of his party did not. He has nothing to show for it but a map one of his dying comrades shoved into his hands as a last bequest. It seems the dying comrade wanted to use the dragon-looting expedition to raise money for an expedition to the spot on map.

Do you want the map? Havnor will gladly join you on the expedition, or sell you the map for 1000 Cr. If you want to haggle, match your CHA against Havnor's (10) on the Resistance Table. If you are successful, he will settle for 600 Cr, but not a penny less.

The map shows the way from New Sarnath to the 3 Sisters Mountains. On the back of the map is the floorplan of the vault of Sarkath Han.

If your party is already complete (with or without Havnor) you are ready to go. If you need some companions on this perilous venture, the following people are available.

HAVNOR THE STRONG you have already met. In his short adventuring career he already has a reputation as a sturdy follower, always ready in a fight and to follow orders. He is male, 25 year-old human warrior.

STR 16	CON 10	SIZ 13	INT 10	POW 9	DEX 14	CHA 10
WEAPON <i>Attack</i> <i>Damage</i> <i>Parry</i> <i>Points</i>						
Sword		65%	1D8+1+1D6	60%	20	
Shield				60%	12	
Crossbow		60%	2D6+2			
ARMOR - 5 point chainmail						
SKILLS - Climb 55%; Cut Purse 5%; Fine Manipulation 5%; Hide 55%;						
Jump 60%; Listen 45%; Move Quietly 25%; Ride 70%; Spot Hidden Item 25%; Swim 70%; Throw 45%.						
KNOWLEDGE - Literacy 10%; Lore 25%.						
HORSE - Havnor has one.						

SANGOR THE SORCERER is a slim, nattily-robed magician. He has had some experience and his unfortunate love for not-fast-enough horses has put him in perpetual need for adventures by which to recoup his fortunes. He is particularly proud of his new sorcerer's staff, into which he has just sunk the monetary results of a rare success. He is male, 30 year-old human magician.

STR 10	CON 14	SIZ 9	INT 15	POW 17	DEX 15	CHA 12
WEAPON <i>Attack</i> <i>Damage</i> <i>Parry</i> <i>Points</i>						
Staff		50%	2D6	55%	20	
Shortsword		60%	1D6+1	60%	20	
Dagger		45%	1D4+2	45%	10	
ARMOR - 3 point cuirboilli						
SPELLS - Lift 60%; Heal/Wound 70%; Fire/Frost 60%; Perception 65%;						
Blast 45%; Dispel 45%; Sharpen/Dull 45%.						
SPELLBOOK - Summon/Dismiss Salamander 45%.						
MAGIC ITEM - Sorcerer's staff with POW of 15.						
SKILLS - Climb 55%; Cut Purse 5%; Fine Manipulation 5%; Hide 55%;						
Jump 45%; Listen 55%; Move Quietly 25%; Ride 25%; Spot Hidden Item 25%; Swim 75%; Throw 45%.						
KNOWLEDGE - Healing Art 45%; Literacy 60%; Lore 30%; Philosophy 35%.						
LANGUAGES (Speak/Read) - Elven 40%/40%; Troll 50%/50%; Tzandian 85%/85%.						

RUGBEL THE ROGUE is a sandy-haired, shifty-eyed rogue. Sangor has been on an adventure with him says he is trustworthy at least as long as things are going well for the party. He tends to be a whiner, but there are few rogues who can match his soft-footed expertise, or so he says. He is male, 23 year-old human rogue.

STR 12	CON 11	SIZ 13	INT 13	POW 14	DEX 17	CHA 11
WEAPON <i>Attack</i> <i>Damage</i> <i>Parry</i> <i>Points</i>						
Shortsword		70%	1D6+1	70%	20	
Dagger		65%	1D4+2	35%	10	
ARMOR - 2 point leather						
MAGIC ITEM - Amulet with Countermagic level 4, 70% chance to activate.						
SKILLS Climb 70%; Cut Purse 85%; Fine Manipulation 85%; Hide 70%;						
Jump 70%; Listen 70%; Move Quietly 70%; Ride 25%; Spot Hidden item 70%; Swim 20%; Throw 45%.						
KNOWLEDGE - Healing Art 45%; Literacy 10%; Lore 40%.						

SHERL THE SAGE is a young student anxious to increase her learning in Lore and Languages, and in need of funds to finance her education. She can demonstrate a ready hand with sword and spear. She is female, 25 year-old human sage.

STR 12	CON 15	SIZ 10	INT 17	POW 14	DEX 12	CHA 9
WEAPON <i>Attack</i> <i>Damage</i> <i>Parry</i> <i>Points</i>						
Sword		65%	1D8+1	45%	20	
Shield				55%	12	
2H spear		50%	1D8+1	50%	15	
ARMOR - 3 point cuirboilli						
SPELL - Vision 40%.						
SKILLS - Climb 55%; Cut Purse 5%; Fine Manipulation 5%; Hide 55%;						
Jump 45%; Listen 45%; Move Quietly 25%; Ride 25%; Spot Hidden Item 25%; Swim 70%; Throw 45%.						
KNOWLEDGE - Healing Art 85%; Linguist 50%; Literacy 85%; Lore 50%;						
Philosophy 50%.						
LANGUAGE (Speak/Read) - Elven 50%/50%; Troll 50%/50%; Zirconian 50%/50%.						

ENDRAS THE ADVENTURER is right off the *Basic Role-Playing* farm. He likes to call himself Bearkiller (hum), and he is the proud possessor of a magic potion, which he we tell you he got from a wise woman in his town. He is very mysterious about what it does. He has obviously never tasted it, but holds it dear. He is male, 17 year-old human *Basic Role-Playing* character.

STR 14	CON 16	SIZ 12	INT 11	POW 8	DEX 10	CHA 10
WEAPON <i>Attack</i> <i>Damage</i> <i>Parry</i> <i>Points</i>						
Fist		50%	1D3	50%		
Axe		30%	1D8+2	25%	15	
Shield				20%	12	
Javelin		20%	1D10			
ARMOR - 2 point leather plus 4 point ringmail						
SKILLS - Climb 55%; Cut Purse 5%; Fine Manipulation 5%; Hide 55%;						
Jump 50%; Listen 55%; Move Quietly 30%; Ride 25%; Spot Hidden Item 35%; Swim 20%; Throw 50%.						
KNOWLEDGE - Healing Art 50%.						

BACKGROUND INFORMATION

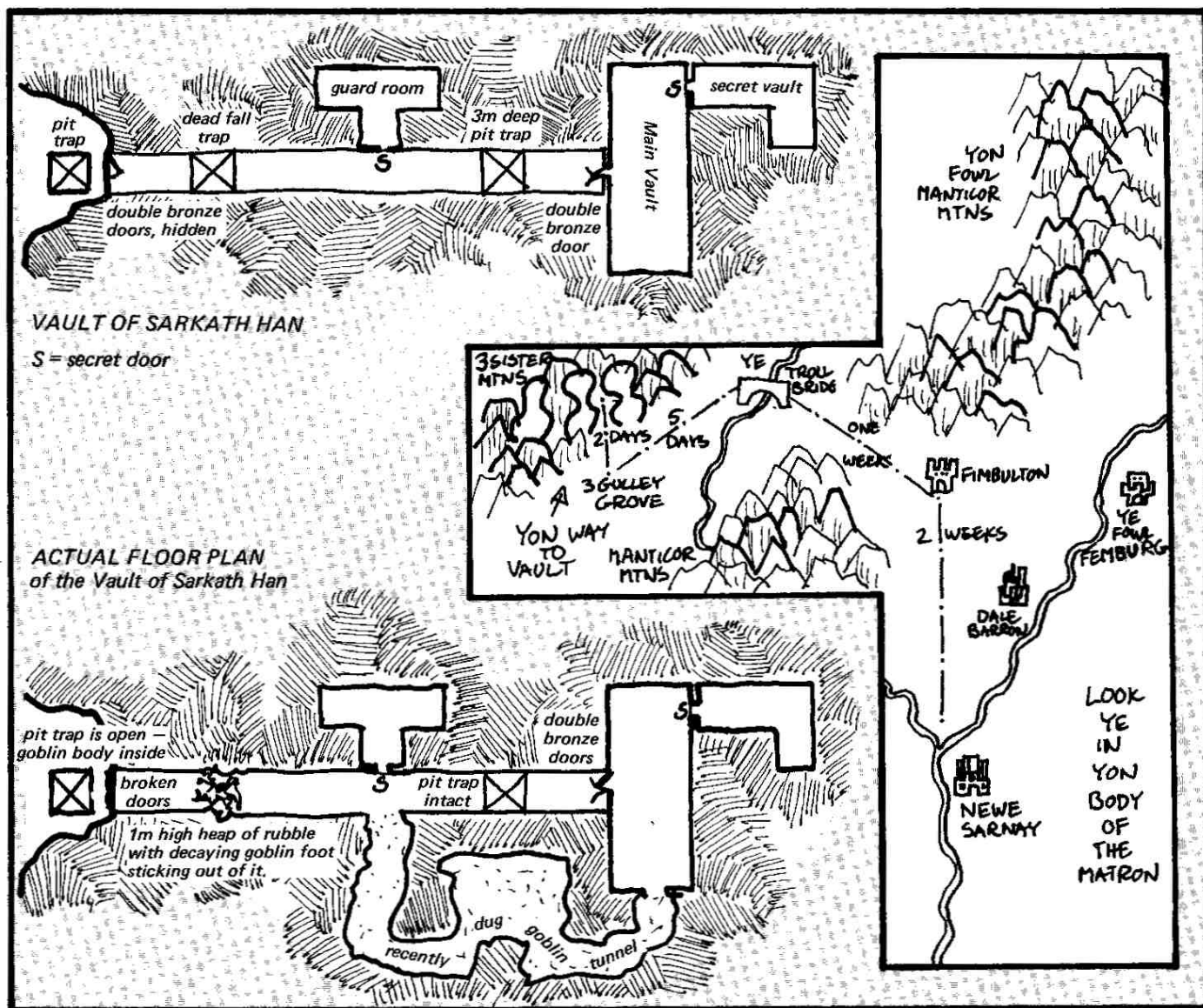
Your character can easily discover that Sarkath Han was a famous wizard and necromancer two hundred years ago. He is reputed to have died then, but no one ever saw a body.

The Troll Bridge (which the party must go) is the only way across a rushing river. It used to be a waypost of the Empire of Tzand, but is now guarded by trolls. They usually let a party through for a price, usually in coin.

The Three Sisters are a mountain formation which, looked at from a certain angle, appears like three women. The three mountains are called the Maid, the Matron, and the Hag.

FIRST ENCOUNTER

The trip is uneventful until the party reaches Dragonwing Pass high in the Manticore Mountains. Roll 1D100, if the roll is 01-50, the party will be attacked by four manticores (roll



them up from the monster section). The manticores will fly out of the sun at the party as they ride along a fairly clear area in the pass. The manticores are after meat. They will attack horses first. If they kill one, they will leave the fight and collect their prey after the party moves on.

If the die roll is 51-00, roll again. If this roll is 01-50, four manticores attack the party while they are camped at night. Be sure the party has set up watches. Unless a Spot Hidden Item roll is made, the manticores will be on the horses (where have they been picketed?) before the party is aware of them. The manticores have the same motive as before.

TROLL BRIDGE

When the party approaches the Troll Bridge, it will get a big surprise. The bridge is guarded by elves. They will be just as greedy as the trolls about collecting a toll, but are less likely to want it in blood. They are all seasoned warriors, at least 75% with their bows and swords, and there are about twenty of them. They will boast of having driven out the trolls, though there is no sign of a major battle. If asked, they will say the trolls went off in the same direction the party is heading.

TROLLHOME MOUNTAINS

The Three Sisters are in the Trollhome Mountains, so called because the troll race reputedly started there. However, there is no sign of trolls about. The reason there is no sign will become

obvious on successful roll of 40%.

The reason is a pair of Chimerae, who have set up a nest in the area. Roll them up from the monster section of the rules. They are large, mean, and hungry, and will gladly feast on horse or man, whichever comes first.

If slain and tracked back to their lair, the seekers will find that there are a couple of corpses. One of them has a bright sword in a ripped scabbard. A successful Vision spell will show that the sword has a Sharpen 4 spell in it and a Countermagic 3 spell. A Vision spell must be used twice to discover the key words to both spells. There are also about 130 Cr worth in pennies, Crowns, and Imperials scattered about the nest.

VAULT OF SARKATH HAN

The situation at the vault is not quite as pictured in the floorplan. Keen-eyed members of the party (those having made Spot Hidden Item rolls) will see that troll tracks lead up to the entrance of the vault. It takes no special sight at all to see that the double bronze doors at the entrance have been broken and hang crookedly ajar, and that the pit trap in front of the doors is open.

Going up to the entrance will show that the pit trap contains the body of a goblin. Someone listening at the door (make a Listen roll) will hear the sound of strident snoring. Someone

looking into the doorway will see a pile of rock where the deadfall trap is supposed to be, and with a Spot Hidden Item roll, will see a small goblin foot sticking out of the pile of rocks.

The trolls have found the vault (that's why they left the bridge), and a small group of them and their goblin slaves are still occupying the place. They have made a few changes to the floorplan.

After the pit and the deadfall killed two of their goblins, the trolls had their little compatriots dig around and into the body of the vault, as shown on the floorplan. When the adventurers arrive, there are up to four trolls and up to eight goblins still in residence. The referee should tailor the number of inhabitants to be about two less than the number of people in the party.

The trolls are mostly beginners - roll them up from the monster section. However, their leader is Keentusk the Sorcerer Troll.

KEENTUSK THE SORCEROR TROLL is a male, 45 year-old magician.

STR 17	CON 12	SIZ 11	INT 12	POW 15	DEX 14	CHA 15
WEAPON	Attack	Damage		Parry	Points	
Staff	55%	2D6		55%	20	
Mace	55%	1D8+1D6+2		55%	15	

ARMOR - 4 points
SPELLS - Sharpen/Dull 55%; Control 55%; Dispel 65%; Protection 75%; Countermagic 45%.
MAGIC ITEMS - Staff with POW of 14; ring with Heal/Wound 4 at 75%.
SKILLS - Climb 55%; Hide 50%; Jump 50%; Listen 75%; Move Quietly 50%; Spot Hidden Item 40%; Throw 55%.
KNOWLEDGE - Healing Art 50%; Literacy 55%; Lore 35%
LANGUAGES (Speak/Read) - Human 65%/65%; Dragonish 45%/45%; Old Tzandian 35%/35%.

Also, as their share of the vault's magical loot, each of the other trolls has one magical item. One has a belt with a Protection 2 spell in it, one has a ring with an Enhance 4 spell in it, and one has a bracelet with a Vision spell in it.

The goblins are beginners, with no magical treasure.

When the adventurers arrive, one goblin is supposed to be on guard duty in the mouth of the tunnel they dug in the vault. He is asleep. Being nocturnal creatures, so are Keentusk and the other trolls and goblins.

If the adventurers make three successful Move Quietly rolls to get by the doors, climb over the rockpile, and approach the guard, he will not wake up, and the party will have complete surprise. If he does wake up, the other trolls and goblins will be ready to fight in 1D6+2 melee rounds, roll for each inhabitant. They will fight the adventurers, doing their best to force the party out of the vault.

SKELETAL GUARDIANS

Because the trolls burrowed around to the main storehouse, they never fell into the second pit trap, nor opened the doors to the storehouse. Thus, they are entirely unaware of the four to eight (again, the referee must decide on the basis of the size of the party) skeletal guardians in the secret Guard Room. These will come out only if the pit or the door opens.

The skeletal guardians use sword and shield and wear chainmail (5 point armor). They will attack the nearest

standing person, whether troll or human, and first sweep to the pit edge, then move out to the vault entrance, and go to the doors of the storehouse, jumping the pit, and entering the storehouse if the doors are open. Only if the entire corridor and store-house are cleared will the skeletal guardians enter the troll tunnel, and they will not do that unless there is a standing foe within the tunnel. Their programming does not account for the tunnel.

SECRET VAULT

The trolls also never found the secret vault. The party, having the map, can open the secret door. This will give them a view into the room and the sight of the pentacle drawn on the floor of the alcove leading to the room.

Anyone crossing this pentacle (whether he does it on the ground or in the air) will trigger the demon(s). There are one or two demons (again, referee's choice) rolled up from the monster section. They will attack anyone who has crossed the pentacle, no matter where they are now. They will also attack anyone who attacks them, including with spells and archery.

At the same moment the demons appear, the person with the highest current POW will find a small voice in his mind asking, "Who are you?" This is the ghost of Sarkath Han. He wants the party to burn his magic books, which are in the secret vault. If they promise to do so, he will dismiss the demon(s). If they refuse, he will attack in ghostly combat with a POW of 25. Burning the books will free his ghost to go to his eternal reward.

TREASURE

The trolls have about 5000 Cr in assorted treasure. It will take fully-loaded horses to get it all out (especially the 2000 Cr in pennies).

The secret vault has 2D100 Imperials, 50D100 Cr, and ten jewels of various types. They are worth 20x1D100 Cr each.

There are also six magical items besides the books and the censer Sarkath Han has been inhabiting for the last two hundred years: a bow with a Sharpen 4 spell in it; a candle for summoning a third level salamander (it is only good for five more uses before burning out); a crystal ball with a Vision 6 spell; a suit of chainmail with a Protection 3 spell; a pair of demon-hide boots which will increase Jump ability by +30%; a staff with a demon bound in it. (The demon has an INT of 12 and a POW of 12. The referee may supply the spells known to the demon. His chance of using each spell is 60%, and cannot improve.)

END OF THE SCENARIO

Or is it? Are the elves going to want a cut of the loot? There are still manticores in Dragonwing Pass, and maybe chimaera in the immediate vicinity if they haven't been killed already. Does the Kingdom of the Far Dales tax the profits of its adventurers?

This can only be the beginning of the adventures of this hardy band. Carry on, into the wilds and wonders of *Magic World*!

